

ZORBA THE GEEK

- A character for the Low Life Savage Worlds Setting
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- Character design © Chris Engler (www.engler.ca)

RACE Oofo **RANK** Novice

ATTRIBUTES		SKILLS		EDGES	HINDRANCES
Agility	D8	Fighting (Agility)	D6	Arc. Background: Dementalist	
Smarts	D10	Dementalism (Smarts)	D10	Starry Wisdom	
Spirit	D4	Throwing (Agility)	D8	Oddvision	
Strength	D6	Notice (Smarts)	D10		
Vigor	D4	Investigation (Smarts)	D6		
Pace	6"				
Parry	5				
Toughness	4				
Charisma	0				

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
Tater Tosser	12/24/48	1	D6	6 yorts	Range Increase
Moon River			Str +2	6 yorts	

POWERS

- Power Points: 15
- Mind Readin' (3)
- Stun (2)

EQUIPMENT

Crappy Armor (+1), backpack, roly skates, 20 potatoes, 20-yort rope, decent clothing.

DESCRIPTION

Zorba the Geek is an Oofo Dementalist that makes his living as a private investigator. He may be a relatively unspectacular specimen of his race but that's fine for his line of work. He keeps his nose clean and doesn't have a lot of baggage throttling him down. Zorba has set up shop in Floom, which is a nice big city full of vice, sin, and people that don't trust each other, the perfect environment for a PI. Zorba's a short little twerp with pale green skin and big, silver, saucer-sized eyes with no pupils. He can typically be seen wearing his trademark fez and tuxedo-jacket that he's carefully lined with dried slog hide to protect himself in case some of the people he's investigating don't take kindly to him. Also tucked into the folds of his jacket is a probe that he affectionately refers to as "Moon River" which he sticks into the rump of anyone that gives him a hassle. When he has to go into a really rough neighbourhood he brings along the Tater Tosser, a spring-loaded tube capable of launching fist-sized projectiles as a great rate of speed. Zorba usually fires potatoes out of it because he thinks it's funny. That being said, Zorba uses combat as a last resort, preferring to stun people with his Dementalism and run away. Zorba's a pretty smart cookie and knows how to ask the right questions to get the skinny on anyone but when that doesn't work, he relies on his Dementalism to read people's minds. Unlike many of his race, Zorba is largely indifferent to discovering more about his other-worldly origins and is content to remain in Floom living off the crapulence of others.